

52 REALMS: ADVENTURES

Map 1 'Tomb of the Ever-Wandering Soul'

COMPONENTS

1 x Dungeon Sheet

1 x Character Sheet

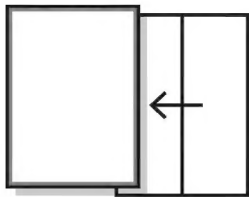
1 x Standard Deck of 52 Cards (no Jokers)

3 x Marker tokens (cubes, coins etc)

AIM OF THE GAME

To Survive the Dungeon, beat the Boss and get the most LOOT! You lose if you suffer too many WOUNDS, or the deck runs out before you defeat the boss.

SETUP



1. Place the Dungeon sheet in front of you. Choose which character you are going to play, and slide the character sheet behind the dungeon sheet so that only your character is visible.
2. Place one of the marker tokens on the START space of the Map, this represents where you are. Place the other markers to the side of the Enemy HP track.

3. Shuffle the deck of cards (remove any Jokers). Draw 2 cards, placing them as ITEMS to the right hand side of your character sheet, with the suit of the cards indicating where they are to be placed. If you drew any Aces, set them aside and draw another card to replace them.
4. Draw cards from the top of the deck, one at a time, to act as your Equipment (EQUIP), placing them face-up below the game sheets. You stop drawing cards when the sum of the ranks of all your EQUIP (see Notes on the Card deck below) equal or exceed 20. If you drew any Aces, set them aside and keep drawing. Then shuffle any Aces (including any drawn in step 3) back into the deck, and place the rest of the deck face down to the side, with space beside it for a discard pile.

GAME CONCEPTS

CARD DECK AND RANKS

Jacks are considered to have a rank of 11, Queens a rank of 12, and Kings a rank of 13. Cards 2-10 have a rank equal to their value.

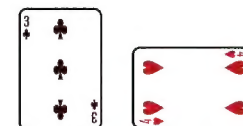
Aces are a special card in this game with no rank, see below in 'Curses'.

If you ever need to resolve a tie amongst cards with the same rank for any reason, it is resolved in order of the suits

on the ITEM side of your character sheet, top to bottom. That is, Clubs first, then Spades, Hearts and Diamonds.

EQUIPMENT

There are various ways in which you will use your EQUIP in the dungeon.



EQUIP can be in one of two states: face up and in a regular portrait orientation (known as ready), or face up and tapped in a landscape orientation (known as exhausted).

When you refresh an exhausted card, it becomes ready.

DAMAGE AND WOUNDS

Whenever you take damage for any reason, check to see if you take a WOUND.

Draw the top card of the deck. If its rank is **equal to or less than the damage you received**, the card becomes a WOUND and is placed face up at the top of your character sheet. Otherwise, it is discarded and you do not suffer any WOUNDS. If the sum of your WOUNDS ever equals or exceeds the number printed on the WOUNDS area, you lose the game.

HOW TO PLAY

The dungeon is separated into a number of different rooms, connected to each other by corridors. During the game you will move from room to room via these corridors, encountering enemies, fulfilling challenges and finding LOOT along the way.

You start the game in the **START** room of the dungeon. First you decide which room you want to move into. **You can only ever leave a room if there is an arrow pointing in that direction in one of the exits.**

If there is no icon on the corridor you are traveling through to the new room, you arrive in the new room and then carry out the encounter as described in that room (see below).

However, the corridor might have one of two possible symbols: enemies and travel costs.



Travel costs: Some corridors have a number on them - this is the travel cost. You must exhaust (turn sideways) ready EQUIP cards whose ranks total that number (or greater) to travel along the corridor. If you are not able to do so, you cannot take that route.

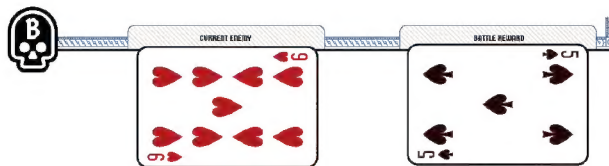


Enemies: Some corridors have a Skull icon with a letter on it - this indicates you will have to fight an enemy to pass. Some rooms also require you to fight an enemy (as does defeating the Boss in the final room).

FIGHTING AN ENEMY

Draw 2 cards from the deck. The higher ranked of these is your Enemy, place it to the side of the Enemy HP track, in the indicated space. The other is a Reward - place it in the indicated space on the left side of the dungeon sheet.

Next, refer to the Enemy table to determine the type of enemy you are fighting, matching its suit. Mark the chosen enemy by placing a marker on its table. Each type of enemy has a different ability, as detailed in the table. Also, it will tell you how to calculate the enemy's HP - its rank + 5/10/15 depending on whether it is an A/B/C enemy. Place the enemy HP marker on the Enemy's HP.



A Wight with 5 reward and 19 health

For example, if the enemy is the 9 of Hearts, and is a B enemy, it will have 19 HP and be a Wight.

Then you fight the enemy in rounds of battle. Each round, draw the top card of the deck - this is the enemy's battle card. Refer to the enemy's battle table - the suit of the card determines which action it is taking.

You will always get a chance to act before the enemy actually resolves its action, with the exception of abilities with a lightning bolt symbol - these resolve immediately.

After revealing the enemy's battle card (and resolving the action if it has a lightning bolt), you can take one action. You can choose from Attack, Defend, Use a Character Ability or Rest.

Attack

If you attack, use 1 ready EQUIP card, exhausting it as you use it. Deal damage to the enemy equal to the rank of the EQUIP card you used, moving their HP marker that number of spaces down their track. If the enemy has already resolved a block action this round, the damage you deal is reduced according to the block action.

When you reduce the enemy's health, if the space its HP marker lands on has a symbol next to it, you immediately resolve it:

1 WOUND

WOUND: Draw a card from the top of the deck and take it as a WOUND



REFRESH: Refresh 1 or 2 exhausted EQUIP cards.



PARRY: If the enemy's action has not already resolved this turn, it is prevented and will not resolve.

Effects on the enemy HP track are only triggered if you move the HP marker as the result of your actions. They are not triggered if the HP marker moves for some other reason, such as an enemy's action.

Defend

If you defend, exhaust *any* number of ready EQUIP cards. Any damage that would be dealt to you later this round by the enemy's action is reduced by the total sum of the ranks of the cards you used.

Use a Character Ability

Some character abilities state they are to be used during Combat - you can choose to use one as your action for the round. Some abilities can only be used once per combat, and once you use them in a round, they cannot be used in

any future rounds against the same enemy. Character abilities can stack with enemy abilities.

Rest

If you rest, refresh all of your exhausted EQUIP cards (turn them back up straight). The rest action is only available in battles. There may be times you need to travel to an enemy space just to refresh EQUIP cards.

Enemy Action

Once you have taken your action, if the enemy is still alive it now resolves the action matching its battle card (if it didn't already resolve earlier this round). Then the battle card is discarded. **The Wight has a permanent ability that means any damage it deals automatically WOUNDS (you don't compare the rank of the WOUND card to the damage dealt)**

The battle continues round by round until you either kill the enemy or it kills you (in which case you immediately lose). If you kill the enemy, discard its card, and gain the Reward card.

ENEMY ACTIONS

X = Rank of Battle Card

Attack N: Deal N damage to you

Block N: Reduce the damage of any of your attacks by N
Block happens immediately before your actions

Heal N HP: Increase the enemy's HP by N. This does not trigger any icons on the HP track. An enemy's HP may exceed its initial HP, but cannot exceed 30

Exhaust EQUIP: Exhaust one or more ready EQUIP card you control (depending on the ability)

If damaged: If the player is damaged. This triggers regardless of whether the player takes a WOUND as a result of the damage or not

Perfectly blocked: The damage an enemy's attack would do exactly equals the amount of block the player has generated by defending

Lose N HP: The enemy loses N HP. This does not trigger any icons on the HP track

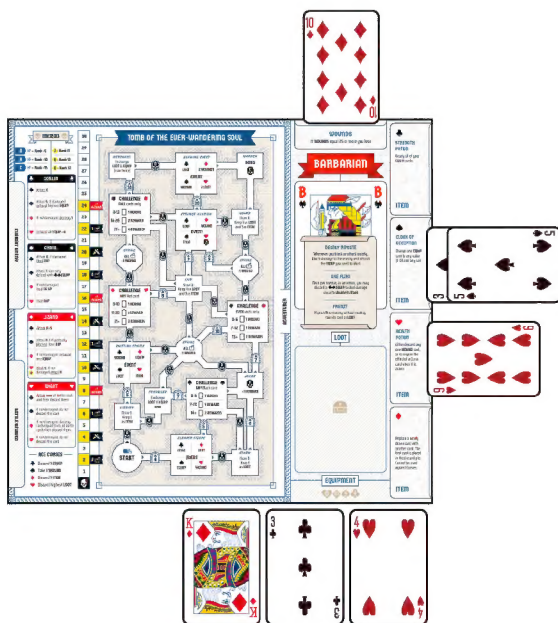
If not damaged: If the enemy is not damaged this round

Destroy N: Discard N cards from the top of the draw deck

REWARD CARDS

Whenever you gain a card as a Reward, choose one of three places to place it:

1. **As an ITEM** - Place it to the right of your sheet in the row matching its suit. This card becomes an ITEM corresponding to where it is placed.
2. **As EQUIP** - Place it underneath your sheet. It is available and ready to use (you may wish to group by suit but this is not necessary)
3. **As LOOT** - Place it face down in the LOOT section underneath your avatar. Cards here will count their value towards your score at the end of the game.



Example game sheet with EQUIP (bottom) ITEMS (right) and WOUND (top) cards

ROOMS

When you arrive into a room, you carry out the actions matching that room. Some specific rooms are described below.



Challenge

Exhaust any number of ready EQUIP cards that match the challenge requirement. Gain the reward matching the sum or the ranks of the cards you exhausted. If you enter a challenge space you must participate in the challenge. Exhausting no cards counts as a value of 0.



Event (divided into 4 spaces)

Reveal the top card of the deck and consult the event space. The suit of the card drawn tells you where to place it, as an EQUIP, a WOUND, LOOT, ITEM or Enemy. If it's an enemy, you immediately battle it.

If the space talks about multiple cards, any additional cards that are needed are drawn from the top of the deck.

Spring

On these spaces you can Heal one card (discard one WOUND card of your choice, regardless of Rank) OR refresh all EQUIP.

Merchant and Traveller

On these spaces you can either move an EQUIP card to your LOOT pile, or vice versa (the Merchant lets you do this twice).

Library, Armoury, Lizard's Lair, Goblin Hoard, Stash

Cards which you do not choose to keep are placed on the bottom of the draw deck.

Jailor

After you draw the 2 cards for the start of the Battle to determine the Enemy and Reward cards, draw 1 extra card and add it as a reward.

Boss - Warden

When you fight the Warden, at the start of each battle round, exhaust 1 ready EQUIP card. This happens before the enemy draws its card for the round.

USING ITEMS

At any point in the game, you can discard an ITEM card to gain its benefit as described on the sheet next to that ITEM. Once you have used the ITEM, place it in the discard pile.

The ITEMS are:

- **Strength Potion (Clubs)** Use a Strength Potion to ready all of your EQUIP cards.

- **Cloak of Deception (Spades)** Use a Cloak of Deception to change the rank OR suit of one EQUIP card to any rank OR suit of your choice, as you use it.
- **Health Potion (Hearts)** Use a Health Potion to either discard any one WOUND card, or to negate the effect of a Curse card when it is drawn (see below).
- **Lucky Crystal (Diamonds)** Use a Lucky Crystal to replace a newly drawn card with another card. The first card is placed in the discard pile. This cannot be used against Curses.

CURSES

Whenever you draw an Ace (for any reason) - you immediately suffer the matching curse as shown on the dungeon sheet. **Then discard that Ace and draw another card.**

END OF THE GAME

You succumb to your wounds... you lose immediately if the sum of the ranks of your WOUND cards equals or exceeds your HP.

You collapse from exhaustion... you also lose if you ever need to draw a card from the deck and there are no cards left.

You emerge victorious... you win if you get to the last space of the Dungeon and defeat the Boss.

If you emerge victorious, calculate your score:

2 points for each ITEM card, and points equal to the sum of the ranks on LOOT cards.

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